



# MILO



WAS HET MEEN DE CHALLENGE

# Table of Contents

---

■ Introduction .....	1
■ Getting Started .....	2
■ Playing the Game .....	3
■ Loading/Saving a Game .....	4
■ Puzzle Options .....	5
■ Helpful Hints .....	6
■ Technical Support .....	7
■ Credits .....	8

# I. Introduction

---

Many millennia ago, on a world far away, an advanced race of beings discovered the keys to the universe. They were able to transcend time and space, and so embarked upon a fantastic journey to the far reaches of the Cosmos. Leaving their home world behind, they created an artificial intelligence to serve as a caretaker. They named it MILO. MILO was a supreme creation, more advanced than any computer. But, MILO was far from perfect. His artificial intelligence circuits needed constant stimulation to maintain their keen edge. Without the Creators around, MILO became listless and stagnant. As the centuries passed, MILO's circuits began to fail. What MILO needs is stimulation, An encounter. MILO needs YOU. MILO knew you would arrive even before you did, and has used the time to prepare for your arrival. A series of challenges have been devised so that he may re-engage his circuits with an inquisitive opponent. He has scattered

# I. Introduction (*continued*)

---

the challenges throughout the magnificent world of the Creators. Transportation has been provided for you. Should you prove yourself worthy, you will be admitted to the Library and meet MILO face to face. If you succeed, you will be rewarded with MILO's treasured keys to the universe. If you fail, you will be entrapped forever!



## 2. Getting Started

---

### A. System Requirements:

- IBM PC or 100% compatible
- 486 DX 33 MHz or better processor
- 8 MB RAM
- Windows 3.1 and higher or Windows 95
- Super VGA Graphics Card (640x480,256 colors)
- MPC compliant sound card
- Mouse or other pointing device
- Hard Disk with 6 megabytes of free space
- Double speed CD-ROM drive or better

## 2. Getting Started (continued)

---

### B. Installation Instructions:

1. Insert disc and run <CD-ROM drive letter>\SETUP to create icons in the Windows Program Manager.
2. Double-click on the "Read Me 1st" icon to read the product release notes.
3. Double-click on the "Milo" icon to run the program.

## 3. Playing the Game

---

### A. Objective:

The objective of the game is to explore the unique world of the creators and discover and win all 14 challenges Milo has set forth for you. Upon winning each challenge Milo grants you a piece of the key to the Library.

### B. How to Maneuver:

Navigation is meant to be as intuitive as possible. Each scene in the 3D walk through will present you with a choice of directional cursors. Just click on the cursor of your choice and you move in that direction! For example, if you move your cursor to the right part of the screen, the cursor becomes a right arrow. If you click when the cursor is a right arrow you will turn right. The cross hair cursor indicates that no move is possible in that direction.

Turning usually moves you 90 but may move you 180 or 45°. In certain locations turning may snap you back and leave you facing the same direction.

One of the initial challenges which Milo puts in front of you is to figure out how to power up the altar that serves as your transportation. You will need to travel in order to find all the challenges! Just play with the buttons, you'll figure it out. Hold on!!

## 3. Playing the Game (continued)

---

### C. Playing Milos' Challenges:

Each of the challenges provides you with:



Help: Click and Milo gives you some audio and/or visual help.



Quit: Click ends this challenge and returns you to the walk through.

Extra options provided in some challenges:



Reset: Single click returns you to the puzzle's initial configuration. If you prefer a new shuffle of pieces use the quit button and restart the puzzle.



Undo: This button takes you back one move at a time. It may be pressed as many times as you wish to maneuver sequentially backwards through your moves.



Detonate: This explodes your explorer on demand.

If you are still having trouble understanding the challenges please refer to 'help.txt' file located in the MILO directory on your hard drive.



## 4. Loading/Saving a Game

---



Hitting the Escape Key at any time during game play/script during puzzle play and in the cockpit) will bring up the menu of options:



- Here the overall volume may be adjusted by clicking on a number setting
- Clicking on 'Save Game' brings up a standard Windows 'Save' dialog box. Enter a file name and click 'OK'
- Clicking on 'Load Game' brings up a standard Windows 'Open' dialog box. Just locate your saved game, select it, and click 'OK'. Loading a game places you in the entrance of the location from where you last saved.
- Current Status is explored in the next section.
- Quit returns you to Windows
- Return puts you back into the game where you left off

.....



## 5. Puzzle Options

---

By clicking on the 'Current Status' selection in the Escape Menu you can bring up this additional options screen.



A. The 'Reward And Status' area displays how many 'Key' pieces you have acquired.

B. To simplify a challenge you must first position the challenge of your choice in the center of the scroll bar by clicking the blue arrows. Clicking on a wildcard icon will simplify the selected challenge one level. Challenges may be simplified two levels.

## 6. Helpful Hints

---

- A. Use wildcards only as a last resort.
- B. If a Puzzle seems too difficult, 'fiddle' with it. Play around and get the feel for pattern or subtle nuances, then attack it in earnest.
- C. If you are still having trouble check the 'tips.txt' file located in the MILO directory on your hard drive.

## 7. Technical Support

---

**Problem:** *I don't hear any music during game play*

**Solution:** Make sure that CD-Audio driver is installed and working correctly. Also check that the CD-Audio volume level is adjusted. If you can play normal audio CDs using your CD-ROM drive, then the drivers are installed and all is well. Remember, for MILO we recommend the CD-Audio volume be set to about half the level of the waveform volume.

**Problem:** *OK, I followed the above steps, and the CD-Audio driver is installed and the volume level is OK, but I still don't hear any music when playing puzzles*

**Solution:** Check to make sure that the audio connector between the CD-ROM and the sound card is installed. If you do not have this cable, contact your sound card manufacturer and/or your CD-ROM manufacturer to obtain one.

**NOTE:** for some older CD-ROM and sound card pairs, this cable may be hard to find. If so, there is a sneaky workaround. go to Radio Shack or other electronics store and buy a

## 7. Technical Support (continued)

---

**With inch stereo mini-jack cable:** This cable can then be used to connect the headphone jack on the front panel of the CD-ROM to the line-in connection on the sound card at the back of your computer. Then, just adjust the line-in playback volume using the sound card's mixer software exactly as you would the CD-audio volume and you'll be up and running.

**Problem:** Sometimes I get a dialog box that says 'casinumber not found' or 'script error' or other strange things

**Solution:** These types of errors are almost always due to insufficient memory. Please make sure that you have 8MB of RAM installed and that at least 4MB of that are actually free and not being used by other programs. In general, it is recommended that MILO be run by itself, with no other programs running.

**To receive free Technical Support, fill out and send in the registration form in the back of this booklet, then call Micro Star at 619-931-4949.**

## B. Credits

---

### Sibling Interactive

Max Elliott	Design, Programming, Graphics, Animation, voice and sound effects
-------------	--

Wynathan Jackson	Design, Textures, Animation
------------------	-----------------------------

Warren Dale	Music
-------------	-------

Matthew Pivai	3D Modeling, Animation
---------------	------------------------

Treggon Owens	3D Modeling, Animation
---------------	------------------------

Justin Bancroft	Sound
-----------------	-------

Testers:	Pat Neal, Eddie Dale, Luke Pilsbromers
----------	--